

Doomsday Engine - Bug #2246

Screen remains completely black after startup, even though console is accessible (random)

2017-04-14 19:42 - skyjake

Status:	Closed	Start date:	2017-04-14
Priority:	High	% Done:	100%
Assignee:	skyjake		
Category:	Defect		
Target version:	2.0.1		
Description			
In Windows, under seemingly random circumstances, Home does not appear after startup but instead the screen remains black. The Console can be opened with Shift-Esc, and console commands can be still be entered.			
HomeWidget should make sure that its screen blander is removed once app startup is complete.			
A game can be loaded with a console command, and it appears correctly. When returning to Home, it still remains black.			

Associated revisions

Revision 46a797fb - 2017-04-15 18:02 - skyjake

Fixed|GL: Black screen after startup

The OpenGL context was not active sometimes when the UI atlas was initialized, causing its size to be (0,0). This meant no UI textures were available for drawing.

IssueID #2246

Revision 6ae97998 - 2017-04-16 20:01 - skyjake

Fixed|Widgets|libappfw: Reinitialize UI atlas if necessary

IssueID #2246

Revision 48a8be04 - 2017-04-17 11:28 - skyjake

Fixed|GL: Black screen after startup

The OpenGL context was not active sometimes when the UI atlas was initialized, causing its size to be (0,0). This meant no UI textures were available for drawing.

IssueID #2246

Revision f2d4ff8e - 2017-04-17 11:28 - skyjake

Fixed|Widgets|libappfw: Reinitialize UI atlas if necessary

IssueID #2246

History

#1 - 2017-04-14 22:14 - skyjake

- Description updated

#2 - 2017-04-14 22:15 - skyjake

- Description updated

#3 - 2017-04-15 18:02 - skyjake

- Status changed from In Progress to Resolved

- % Done changed from 0 to 100

#4 - 2017-04-17 11:29 - skyjake

- Status changed from Resolved to Closed